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INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(51) International Patent Classification ⁵ : A63F 3/04, 1/02	A1	(11) International Publication Number: WO 93/15802 (43) International Publication Date: 19 August 1993 (19:08.93)																																																																																																														
(21) International Application Number: PCT/GB92/00630 (22) International Filing Date: 8 April 1992 (08.04.92) (30) Priority data: 92 08 44 6 February 1992 (06.02.92) ZA (71)(72) Applicants and Inventors: MCLUCKIE, Ian, Alwill [ZA/ZA]; 1 Robert Broom Drive, Krugersdorp (ZA). HULL, Michael, Peter, Gifford [GB/GB]; The Croft, Yate, Bristol BS17-5QN (GB). (74) Agents: DUNLOP, Brian, Kenneth, Charles et al.; Wynne- Jones, Laine & James, 22 Rodney Road, Cheltenham, Gloucestershire GL50 1JJ (GB).		(81) Designated States: AU, CA, GB, JP, US, European patent (AT, BE, CH, DE, DK, ES, FR, GB, GR, IT, LU, MC, NL, SE). Published <i>With international search report.</i>																																																																																																														
(54) Title: GAME APPARATUS (57) Abstract A game comprising at least one pack of cards, each card bearing a symbol wherein the majority of symbols are letters of the alphabet and a minority bear another symbol (for example an asterisk), or are blank, which can be used to represent any letter of the alphabet: the game being played in accordance with a number of different sets of rules all of which involve the making of crosswords from the letters dealt to the players.		<table border="1"> <tr><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td><td>A</td></tr> <tr><td>B</td><td>B</td><td>C</td><td>C</td><td>D</td><td>D</td><td>D</td><td>D</td><td>E</td><td>E</td></tr> <tr><td>E</td><td>E</td><td>E</td><td>E</td><td>E</td><td>E</td><td>E</td><td>E</td><td>E</td><td>E</td></tr> <tr><td>E</td><td>F</td><td>F</td><td>G</td><td>G</td><td>G</td><td>H</td><td>H</td><td>I</td><td>I</td></tr> <tr><td>I</td><td>I</td><td>I</td><td>I</td><td>I</td><td>I</td><td>I</td><td>I</td><td>J</td><td>K</td></tr> <tr><td>L</td><td>L</td><td>L</td><td>L</td><td>M</td><td>M</td><td>N</td><td>N</td><td>N</td><td>N</td></tr> <tr><td>N</td><td>N</td><td>N</td><td>O</td><td>O</td><td>O</td><td>O</td><td>O</td><td>O</td><td>O</td></tr> <tr><td>O</td><td>P</td><td>P</td><td>P</td><td>Q</td><td>R</td><td>R</td><td>R</td><td>R</td><td>R</td></tr> <tr><td>R</td><td>R</td><td>S</td><td>S</td><td>S</td><td>S</td><td>T</td><td>T</td><td>T</td><td>T</td></tr> <tr><td>T</td><td>T</td><td>T</td><td>U</td><td>U</td><td>U</td><td>U</td><td>V</td><td>V</td><td>W</td></tr> <tr><td>W</td><td>X</td><td>Y</td><td>Y</td><td>Z</td><td>*</td><td>*</td><td>*</td><td>*</td><td>*</td></tr> </table>	A	A	A	A	A	A	A	A	A	A	B	B	C	C	D	D	D	D	E	E	E	E	E	E	E	E	E	E	E	E	E	F	F	G	G	G	H	H	I	I	I	I	I	I	I	I	I	I	J	K	L	L	L	L	M	M	N	N	N	N	N	N	N	O	O	O	O	O	O	O	O	P	P	P	Q	R	R	R	R	R	R	R	S	S	S	S	T	T	T	T	T	T	T	U	U	U	U	V	V	W	W	X	Y	Y	Z	*	*	*	*	*
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Game Apparatus

This invention relates to apparatus for playing a game.

The invention consists in a game comprising at least one pack of cards, each card bearing a symbol wherein the majority of symbols are letters of the alphabet and a minority bear another symbol (for example an asterisk), or are blank, which can be used to represent any letter of the alphabet and wherein the games are played in accordance with any one of the following sets of rules:

- 5
- 10 BEGINNER: Deal 7 cards to each player. Place the remainder of the pack face down. All players place words connected as in a crossword as fast as possible. A card with an asterisk may be used in place of any card. Players replenish their hands to 7 cards after each effort from the remainder pack.
- 15 Unwanted cards are placed under the remainder pack. After the remainder pack is finished and all players have tried to use up their cards the game ends.

Score: 1 for each card used and minus 1 for any card discarded or still held by a player.

- 20 ALPHABET: Place cards alphabetically leaving gaps for missing letters. Using only duplicate cards attach words to such alphabetically placed cards. At a signal start without taking turns. Use sprint score values.

- SPRINT CROSSWORD: At a signal all players form their own crosswords as fast as possible without taking turns. Words may only be multiplied from ones own crossword. At the end
- 25

penalise any reuse of multiplied words, players may also challenge spelling.

Score: Each time a letter is used in a word score 1, asterisk 0 and J,K, and V 5, and the word score doubles, and
5 for Q, X and Z 6 and the word score doubles.

MARATHON CROSSWORD: The same as for sprint except that short words score zero therefore players will take longer to form words.

Score: 2 and 3 letter words score 0.

10 4 letter words score 1
 5 letter words score 2
 6 letter words score 4
 7 letter words score 8
 8 plus 8 for each letter above 7.

15 Double the word score for each use of J,K,Q,V,X and Z or alternatively if one of those letters is used.

SOCIAL CROSSWORD: Joint or individual crosswords are formed as decided by players. The player nearest the dealer starts. Keep score and challenge spelling and/or reuse of
20 a multiplied letter after each turn. Choose either SPRINT or MARATHON score values.

RULES: Deal 7 (or all) cards to players. Place the remaining cards face down as a replenishing pack. An asterisk may be used in place of any letter to form a word.
25 Each player must place a word crossword fashion to start or discard unwanted cards which are added to the replenishing pack. Deduct 5 for each card discarded. Players may:-

1. Add words to make a crossword.

2. Multiply words by placing one or more letters over other letters thus forming new words. Score the extra words. An asterisk may not be used nor may the same letter be repeated.
- 5 3. Steal an asterisk by replacing it with the letter it represented.

OPTIONS: Decided by the player drawing the card nearest the Z, thereafter the loser decides:

- 10 a). Reserve a word for exclusive use by placing an asterisk next to it.
- b). Freeze 8 spaces around an asterisk placed face down next to another player's word, no further use may be made of such spaces or letters. The spaces around the word in a crossword are excluded.
- 15 c). Exchange letters with other letters changing a word and providing the player with desired letters to make a better word.
- d). Add letters to lengthen a word.
- e). Deal 10 cards, choose a certain length word and only
20 that length of word or above scores.
- f) Rearrange the crossword at any time but letters may not be taken back.

25 Players maintain the number of cards dealt by replenishing at the end of each turn. If challenged deduct double the word score for spelling mistakes or the reuse of a multiplied letter, if falsely challenged deduct from the challenger. Play continues if a player goes out (score 10).
Play ends if:-

1. A player uses all letters in a single word (score 30).
2. After the replenishing pack is finished a player goes out (score 10).
3. All players are stymied at the end of a round.
- 5 Subtract 1 for each unused letter and 3 for J,K,V, or an asterisk, and 6 for Q,X or Z. All words in a selected dictionary are allowed except abbreviations. (Handicap adults playing with children or consistently winning players by limiting the total word square to 20 x 20 letters then 19 x 19 down to 12 x 12, minus 1 point for any 2 letter word used then minus 1, then 2 points for 3 letter words, then minus 1,2 or 3 points for 4 letter words, by deducting 6 to 30 points for a discarded card and/or minus 1 to 10 points for any 2 to 5 letter word used).
- 15 TOURNAMENTS AND CLASSROOM: Use SPRINT and MARATHON for eliminations. Finalists play SOCIAL CROSSWORD. (Cards may be used to teach words and letter recognition, the alphabet, to repeat words the teacher writes on the board and to play the games to improve spelling and vocabulary).
- 20 In a preferred embodiment the cards are quite small so that several crosswords can be laid out in a relatively confined playing space. Thus, for example, if the cards are rectangular they may be no more than 4 cm high and 3½ cm wide. It is possible to form the cards in other shapes such as hexagons, but in general a rectangular shape is preferred.
- 25

The reference above to cards bearing letters of the alphabet is for the purpose of this specification intended

to include any symbol in any written language which is used as a component of a word e.g. a Japanese or Chinese character.

Each pack preferably includes at least 90 cards and in a particularly preferred embodiment each pack includes between 100 and 110 cards.

The distribution of letters within the pack will vary in accordance with the language for which the pack is prepared, but for English it is preferred that the pack includes at least 10 'A's, 10 'E's, 10 'I's, 9 'O's and 4 'U's. Conveniently each pack also includes only one each of the letters J,K,Q,X and Z. Thus one letter distribution is A-10, B-2, C-4, D-3, E-12, F-2, G-2, H-3, I-10, J-1, K-1, L-4, M-3, N-6, O-9, P-2, Q-1, R-6, S-6, T-6, U-5, V-1, W-2, X-1, Y-2, Z-1, *-5.

The letters may be printed on a single sheet and supplied in this form for consideration by the user. An example of such a sheet is shown in the attached figure. This sheet also illustrates one particular combination of cards which is suitable for playing in English.

Although the game has been described in terms of a physical pack, it will be understood that the pack could be represented as a video game on a computer monitor and the game could be played via a computer.

CLAIMS

1. A game comprising at least one pack of cards, each card bearing a symbol wherein the majority of symbols are letters of the alphabet and a minority bear another symbol (for example an asterisk), or are blank, which can be used to represent any letter of the alphabet and wherein the games are played in accordance with any one of the following sets of rules:

BEGINNER: Deal 7 cards to each player. Place the remainder of the pack face down. All players place words connected as in a crossword as fast as possible. A card with an asterisk may be used in place of any card. Players replenish their hands to 7 cards after each effort from the remainder pack. Unwanted cards are placed under the remainder pack. After the remainder pack is finished and all players have tried to use up their cards the game ends.

Score: 1 for each card used and minus 1 for any card discarded or still held by a player.

ALPHABET: Place cards alphabetically leaving gaps for missing letters. Using only duplicate cards attach words to such alphabetically placed cards. At a signal start without taking turns. Use sprint score values.

SPRINT CROSSWORD: At a signal all players form their own crosswords as fast as possible without taking turns. Words may only be multiplied from ones own crossword. At the end penalise any reuse of multiplied words, players may also challenge spelling.

Score: Each time a letter is used in a word score 1, asterisk O and J,K, and V 5, and the word score doubles, and for Q, X and Z 6 and the word score doubles.

MARATHON CROSSWORD: The same as for sprint except that
5 short words score zero therefore players will take longer to form words.

Score: 2 and 3 letter words score 0

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7 letter words score 8

8 plus 8 for each letter above 7.

Double the word score for each use of J,K,Q,V,X and Z or alternatively if one of those letters is used.

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20 RULES: Deal 7 (or all) cards to players. Place the remaining cards face down as a replenishing pack. An asterisk may be used in place of any letter to form a word. Each player must place a word crossword fashion to start or discard unwanted cards which are added to the replenishing
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1. Add words to make a crossword.
2. Multiply words by placing one or more letters over other letters thus forming new words. Score the extra

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3. Steal an asterisk by replacing it with the letter it represented.

5 OPTIONS: Decided by the player drawing the card nearest the Z, thereafter the loser decides:

- a). Reserve a word for exclusive use by placing an asterisk next to it.
- b). Freeze 8 spaces around an asterisk placed face down
10 next to another player's word, no further use may be made of such spaces or letters. The spaces around the word in a crossword are excluded.
- c). Exchange letters with other letters changing a word and providing the player with desired letters to make a
15 better word.
- d). Add letters to lengthen a word.
- e). Deal 10 cards, choose a certain length word and only that length of word or above scores.
- f). Rearrange the crossword at any time but letters may not
20 be taken back.

Players maintain the number of cards dealt by replenishing at the end of each turn. If challenged deduct double the word score for spelling mistakes or the reuse of a multiplied letter, if falsely challenged deduct from the
25 challenger. Play continues if a player goes out (score 10).

Play ends if:-

1. A player uses all letters in a single word (score 30).
2. After the replenishing pack is finished a player goes

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Subtract 1 for each unused letter and 3 for J,K,V, or an asterisk, and 6 for Q,X or Z. All words in a selected
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15 be used to teach words and letter recognition, the alphabet, to repeat words the teacher writes on the board and to play the games to improve spelling and vocabulary).

2. A game as claimed in Claim 1, wherein the cards are no more than 4 cm high and 3½ cm wide.

20 3. A game as claimed in Claim 1 or Claim 2, wherein each pack includes at least 90 cards.

4. A game as claimed in Claim 3, wherein each pack includes 100 to 110 cards.

25 5. A game as claimed in any one of the preceding claims including at least 10 'A's, 10 'E's, 10 'I's, 9 'O's and 4 'U's.

6. A game as claimed in any one of the preceding claims wherein the pack includes only one of each of the

letters J,K,Q,X and Z.

7. A game as claimed in any one of the preceding claims, wherein the or each pack is printed as a single sheet for separation by the user.

5 8. A method of playing a game in accordance with the rules of Claim 1.

1/1

^A A	^A A	^A A	^A A	^A A	^A A	^A A	^A A	^A A	^A A
^B B	^B B	^C C	^C C	^D D	^D D	^D D	^D D	^E E	^E E
^E E	^E E	^E E	^E E	^E E	^E E	^E E	^E E	^E E	^E E
^E E	^F F	^F F	^G G	^G G	^G G	^H H	^H H	^I I	^I I
^I I	^I I	^I I	^I I	^I I	^I I	^I I	^I I	^J J	^K K
^L L	^L L	^L L	^L L	^M M	^M M	^N N	^N N	^N N	^N N
^N N	^N N	^N N	^O O	^O O	^O O	^O O	^O O	^O O	^O O
^J O	^O O	^P P	^P P	^Q Q	^R R	^R R	^R R	^R R	^R R
^R R	^R R	^S S	^S S	^S S	^S S	^T T	^T T	^T T	^T T
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^W W	^X X	^Y Y	^Y Y	^Z Z	[*] *	[*] *	[*] *	[*] *	[*] *

INTERNATIONAL SEARCH REPORT

International Application No. PCT/GB 92/00630

I. CLASSIFICATION OF SUBJECT MATTER (if several classification symbols apply, indicate all) ⁹ According to International Patent Classification (IPC) or to both National Classification and IPC Int.Cl.5 A 63 F 3/04 A 63 F 1/02																							
II. FIELDS SEARCHED <div style="text-align: center; border-top: 1px solid black; border-bottom: 1px solid black; margin: 5px 0;">Minimum Documentation Searched⁷</div> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 30%; border-bottom: 1px solid black;">Classification System</th> <th style="border-bottom: 1px solid black;">Classification Symbols</th> </tr> <tr> <td style="padding: 5px;">Int.Cl.5</td> <td style="padding: 5px;">A 63 F</td> </tr> </table> <div style="text-align: center; border-top: 1px solid black; border-bottom: 1px solid black; margin: 5px 0;">Documentation Searched other than Minimum Documentation to the Extent that such Documents are Included in the Fields Searched⁸</div>			Classification System	Classification Symbols	Int.Cl.5	A 63 F																	
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III. DOCUMENTS CONSIDERED TO BE RELEVANT⁹ <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 10%; border-bottom: 1px solid black;">Category ⁹</th> <th style="border-bottom: 1px solid black;">Citation of Document, ¹¹ with indication, where appropriate, of the relevant passages ¹²</th> <th style="width: 15%; border-bottom: 1px solid black;">Relevant to Claim No. ¹³</th> </tr> <tr> <td style="text-align: center; vertical-align: top; padding: 5px;">X</td> <td style="padding: 5px;">GB,A, 449879 (WILLCOCKS) 6 July 1936, see claims 1,2; figure</td> <td style="text-align: center; vertical-align: top; padding: 5px;">1</td> </tr> <tr> <td style="text-align: center; vertical-align: top; padding: 5px;">Y</td> <td style="text-align: center; vertical-align: top; padding: 5px;">---</td> <td style="text-align: center; vertical-align: top; padding: 5px;">2-7</td> </tr> <tr> <td style="text-align: center; vertical-align: top; padding: 5px;">Y</td> <td style="padding: 5px;">US,A,3565439 (KROUSE) 23 February 1971, see column 1, lines 11-14; figures 2,5</td> <td style="text-align: center; vertical-align: top; padding: 5px;">2-7</td> </tr> <tr> <td style="text-align: center; vertical-align: top; padding: 5px;">A</td> <td style="padding: 5px;">US,A,3519274 (TERBELL) 7 July 1970, see claim 1; figure 7</td> <td style="text-align: center; vertical-align: top; padding: 5px;">7</td> </tr> <tr> <td style="text-align: center; vertical-align: top; padding: 5px;">A</td> <td style="padding: 5px;">US,A,4826175 (QUATRINO) 2 May 1989</td> <td></td> </tr> <tr> <td style="text-align: center; vertical-align: top; padding: 5px;">A</td> <td style="padding: 5px;">US,A,4341387 (FREYMAN) 27 July 1982</td> <td></td> </tr> </table>			Category ⁹	Citation of Document, ¹¹ with indication, where appropriate, of the relevant passages ¹²	Relevant to Claim No. ¹³	X	GB,A, 449879 (WILLCOCKS) 6 July 1936, see claims 1,2; figure	1	Y	---	2-7	Y	US,A,3565439 (KROUSE) 23 February 1971, see column 1, lines 11-14; figures 2,5	2-7	A	US,A,3519274 (TERBELL) 7 July 1970, see claim 1; figure 7	7	A	US,A,4826175 (QUATRINO) 2 May 1989		A	US,A,4341387 (FREYMAN) 27 July 1982	
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<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p>⁹ Special categories of cited documents : ¹⁰</p> <p>"A" document defining the general state of the art which is not considered to be of particular relevance</p> <p>"E" earlier document but published on or after the international filing date</p> <p>"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)</p> <p>"O" document referring to an oral disclosure, use, exhibition or other means</p> <p>"P" document published prior to the international filing date but later than the priority date claimed</p> </div> <div style="width: 45%;"> <p>"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention</p> <p>"X" document of particular relevance: the claimed invention cannot be considered novel or cannot be considered to involve an inventive step</p> <p>"Y" document of particular relevance: the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art.</p> <p>"&" document member of the same patent family</p> </div> </div>																							
IV. CERTIFICATION <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; border-bottom: 1px solid black; padding: 5px;">Date of the Actual Completion of the International Search</td> <td style="width: 50%; border-bottom: 1px solid black; padding: 5px;">Date of Mailing of this International Search Report</td> </tr> <tr> <td style="text-align: center; padding: 5px;">26-06-1992</td> <td style="text-align: center; padding: 5px;">3 1. 07. 92</td> </tr> <tr> <td style="border-bottom: 1px solid black; padding: 5px;">International Searching Authority</td> <td style="border-bottom: 1px solid black; padding: 5px;">Signature of Authorized Officer</td> </tr> <tr> <td style="text-align: center; padding: 5px;">EUROPEAN PATENT OFFICE</td> <td style="text-align: center; padding: 5px;"> Els Vonk </td> </tr> </table>			Date of the Actual Completion of the International Search	Date of Mailing of this International Search Report	26-06-1992	3 1. 07. 92	International Searching Authority	Signature of Authorized Officer	EUROPEAN PATENT OFFICE	 Els Vonk													
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INTERNATIONAL SEARCH REPORT

International application No.

PCT/GB92/00630

Box I Observations where certain claims were found unsearchable (Continuation of item 1 of first sheet)

This international search report has not been established in respect of certain claims under Article 17(2)(a) for the following reasons:

1. ☒ Claims Nos.: 8
because they relate to subject matter not required to be searched by this Authority, namely:
See PCT-Rule 39.1(iii): Method of playing a game
2. ☐ Claims Nos.:
because they relate to parts of the international application that do not comply with the prescribed requirements to such an extent that no meaningful international search can be carried out, specifically:
3. ☐ Claims Nos.:
because they are dependent claims and are not drafted in accordance with the second and third sentences of Rule 6.4(a).

Box II Observations where unity of invention is lacking (Continuation of item 2 of first sheet)

This International Searching Authority found multiple inventions in this international application, as follows:

1. ☐ As all required additional search fees were timely paid by the applicant, this international search report covers all searchable claims.
2. ☐ As all searchable claims could be searched without effort justifying an additional fee, this Authority did not invite payment of any additional fee.
3. ☐ As only some of the required additional search fees were timely paid by the applicant, this international search report covers only those claims for which fees were paid, specifically claims Nos.:
4. ☐ No required additional search fees were timely paid by the applicant. Consequently, this international search report is restricted to the invention first mentioned in the claims; it is covered by claims Nos.:

Remark on Protest

- ☐ The additional search fees were accompanied by the applicant's protest.
- ☐ No protest accompanied the payment of additional search fees.

**ANNEX TO THE INTERNATIONAL SEARCH REPORT
ON INTERNATIONAL PATENT APPLICATION NO.**

GB 9200630

SA 58156

This annex lists the patent family members relating to the patent documents cited in the above-mentioned international search report. The members are as contained in the European Patent Office EDP file on 16/07/92. The European Patent Office is in no way liable for these particulars which are merely given for the purpose of information.

Patent document cited in search report	Publication date	Patent family member(s)	Publication date
GB-A- 449879		None	
US-A- 3565439	23-02-71	None	
US-A- 3519274	07-07-70	None	
US-A- 4826175	02-05-89	None	
US-A- 4341387	27-07-82	None	